

# Calendar No. 262

113TH CONGRESS  
1ST SESSION

# S. 134

[Report No. 113-126]

To arrange for the National Academy of Sciences to study the impact of violent video games and violent video programming on children.

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## IN THE SENATE OF THE UNITED STATES

JANUARY 24 (legislative day, JANUARY 3), 2013

Mr. ROCKEFELLER (for himself, Mr. BLUMENTHAL, Mr. COBURN, Mr. JOHANNS, Mr. HELLER, Ms. KLOBUCHAR, and Mr. PRYOR) introduced the following bill; which was read twice and referred to the Committee on Commerce, Science, and Transportation

DECEMBER 17, 2013

Reported by Mr. ROCKEFELLER, with an amendment

[Strike out all after the enacting clause and insert the part printed in italic]

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## A BILL

To arrange for the National Academy of Sciences to study the impact of violent video games and violent video programming on children.

1       *Be it enacted by the Senate and House of Representa-*  
2       *tives of the United States of America in Congress assembled,*

1   **SECTION 1. SHORT TITLE.**

2       This Act may be cited as the "Violent Content Re-  
3   search Act of 2013".

4   **SEC. 2. STUDY; NATIONAL ACADEMY OF SCIENCES.**

5       (a) **IN GENERAL.**—Not later than 30 days after the  
6   date of enactment of this Act, the Federal Trade Commis-  
7   sion, the Federal Communications Commission, and the  
8   Department of Health and Human Services, jointly, shall  
9   undertake to enter into appropriate arrangements with the  
10   National Academy of Sciences to conduct a comprehensive  
11   study and investigation of—

12           (1) whether there is a connection between expo-  
13   sure to violent video games and harmful effects on  
14   children; and

15           (2) whether there is a connection between expo-  
16   sure to violent video programming and harmful ef-  
17   fects on children.

18       (b) **CONTENTS OF STUDY AND INVESTIGATION.**—

19           (1) **VIOLENT VIDEO GAMES.**—The study and in-  
20   vestigation under subsection (a) shall include—

21              (A) whether the exposure listed under sub-  
22   section (a)(1)—

23                  (i) causes children to act aggressively  
24                  or causes other measurable harm to chil-  
25                  dren;

(ii) has a disproportionately harmful effect on children already prone to aggressive behavior or on other identifiable groups of children; and

(iii) has a harmful effect that is distinguishable from any negative effects produced by other types of media;

(B) whether any harm identified under subparagraph (A)(i) has a direct and long-lasting impact on a child's well-being; and

(C) whether current or emerging characteristics of video games have a unique impact on children, considering in particular video games' interactive nature and the extraordinarily personal and vivid way violence might be portrayed in such video games.

17                   **(2) VIOLENT VIDEO PROGRAMMING.**—The study  
18       and investigation under subsection (a) shall in-  
19       elude—

(i) causes children to act aggressively or causes other measurable harm to children;

(iii) has a harmful effect that is distinguishable from any negative effects produced by other types of media; and

(B) whether any harm identified under subparagraph (A)(i) has a direct and long-lasting impact on a child's well-being.

11                             (3) FUTURE RESEARCH.—The study and inves-  
12                             tigation under subsection (a) shall identify gaps in  
13                             the current state of research which, if closed, could  
14                             provide additional information regarding any causal  
15                             connection—

(A) between exposure to violent video games and behavior; and

(B) between exposure to violent video programming and behavior.

20       (e) REPORT.—In entering into any arrangements  
21 with the National Academy of Sciences for conducting the  
22 study and investigation under this section, the Federal  
23 Trade Commission, the Federal Communications Commis-  
24 sion, and the Department of Health and Human Services  
25 shall request the National Academy of Sciences to submit,

1 not later than 15 months after the date on which such  
2 arrangements are completed, a report on the results of the  
3 study and investigation to—

4 (1) Congress;  
5 (2) the Federal Trade Commission;  
6 (3) the Federal Communications Commission;

7 and

8 (4) the Department of Health and Human  
9 Services.

10 **SECTION 1. SHORT TITLE.**

11 *This Act may be cited as the “Violent Content Research  
12 Act of 2013”.*

13 **SEC. 2. STUDY; NATIONAL ACADEMY OF SCIENCES.**

14 (a) *IN GENERAL.—Not later than 30 days after the  
15 date of enactment of this Act, the Federal Trade Commis-  
16 sion, the Federal Communications Commission, and the De-  
17 partment of Health and Human Services, jointly, shall un-  
18 dertake to enter into appropriate arrangements with the  
19 National Academy of Sciences to conduct a comprehensive  
20 study and investigation of—*

21 (1) *whether there is a connection between expo-  
22 sure to violent video games and harmful effects on  
23 children that is distinguishable from the effects of any  
24 other factors; and*

1                   (2) whether there is a connection between exposure to violent video programming and harmful effects on children that is distinguishable from the effects of any other factors.

5                   (b) CONTENTS OF STUDY AND INVESTIGATION.—

6                   (1) VIOLENT VIDEO GAMES.—The study and investigation under subsection (a) shall include—

8                   (A) whether the exposure listed under subsection (a)(1)—

10                  (i) causes children to act aggressively or causes other measurable harm to children;

13                  (ii) has a disproportionately harmful effect on the behavior of children already prone to aggression or on the behavior of other identifiable groups of children; and

17                  (iii) has a harmful effect on children's behavior that is distinguishable from any negative effects produced by other types of media;

21                  (B) whether any harm identified under subparagraph (A)(i) has a direct and long-lasting impact on a child's well-being; and

24                  (C) whether current or emerging characteristics of violent video games have a uniquely

1           *harmful effect on the behavior of children, con-*  
2           *sidering in particular such games' concretely*  
3           *interactive nature.*

4           (2) *VIOLENT VIDEO PROGRAMMING.—The study*  
5           *and investigation under subsection (a) shall in-*  
6           *clude—*

7                 (A) *whether the exposure listed under sub-*  
8                 *section (a)(2)—*

9                     (i) *causes children to act aggressively*  
10                  *or causes other measurable harm to chil-*  
11                  *dren;*

12                     (ii) *has a disproportionately harmful*  
13                  *effect on the behavior of children already*  
14                  *prone to aggression or on the behavior of*  
15                  *other identifiable groups of children; and*

16                     (iii) *has a harmful effect on children's*  
17                  *behavior that is distinguishable from any*  
18                  *negative effects produced by other types of*  
19                  *media; and*

20                 (B) *whether any harm identified under sub-*  
21                 *paragraph (A)(i) has a direct and long-lasting*  
22                 *impact on a child's well-being.*

23                 (3) *FUTURE RESEARCH.—The study and inves-*  
24                 *tigation under subsection (a) shall identify gaps in*  
25                 *the current state of research which, if closed, could*

1       provide information regarding any causal connec-  
2       tion—

3                     (A) between exposure to violent video games  
4                     and harmful effects on children's behavior; and

5                     (B) between exposure to violent video pro-  
6                     gramming and harmful effects on children's be-  
7                     havior.

8       (c) REPORT.—In entering into any arrangements with  
9       the National Academy of Sciences for conducting the study  
10      and investigation under this section, the Federal Trade  
11      Commission, the Federal Communications Commission,  
12      and the Department of Health and Human Services shall  
13      request the National Academy of Sciences to submit, not  
14      later than 15 months after the date on which such arrange-  
15      ments are completed, a report on the results of the study  
16      and investigation to—

17                     (1) Congress;

18                     (2) the Federal Trade Commission;

19                     (3) the Federal Communications Commission;

20      and

21                     (4) the Department of Health and Human Serv-  
22      ices.



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